

A
CURE
FOR
WHAT
AILS
YOU

HOODOO ROOT DOCTOR ROLE GUIDE

ROOT DOCTOR

The Root Doctor creates Conjures in their Mojo Bag to boost their odds of success and gain extra rewards for a successful cure. They can also discern whether a patient is suffering from a Hoodoo Trick that can be removed using potent ingredients and special materials they have crafted. They value all patients equally, and can substitute ingredients based on Root Family.

SCORING

Cured Patients	5 victory points each
Clout	2 victory points each
Faith	2 victory points each
Money	2 victory points each

I felt both kinship and strange alienation from the Hoodoo Root Doctor. A crafter excelling in use of waxes, powders, and oils to counter the blight of The Haze, they taught me a thing or two about efficiency while also guarding their secrets quite closely. That Mojo Bag, their Conjure, those Tricks; none of it made a bit of sense to me, and with no explanations offered, I could only guess as to how it all worked. – “Doc” Cheetum, T. (n.d.). New Orleans Bound (1st ed.). Brown Bottle Press.

STRATEGY

- Keep an eye out for Potent Ingredient cards.
- Remove Hoodoo Tricks whenever possible.
- Craft Materials instead of buying cards.
- Choose Patients with the same coterie symbol.

SUBSTITUTION ACTIONS

ROOTWORK

(Suitable for Basic play)

You can substitute Ingredients based on Root Family.

Discard an Ingredient Card to substitute an Ingredient card with the correct Root Family for one of the Ingredients required by a Patient. The color and substance of the substitution don't matter; only the Root Family needs to match. Tuck the card under the patient and place a Substitution token on top as a reminder of the substitution. You can only have 3 root family substitutions active at a time. Using root family substitution is not an Exact Match.

EXAMPLE: *if a patient needs Red Blood, you could use Rootwork to substitute White Bone (because both are part the “Body” Root Family) by discarding any other Ingredient Card.*









Amalgamating substances of great potency into special materials was crucial to their work. – “Doc” Cheetum, T. (n.d.). New Orleans Bound (1st ed.). Brown Bottle Press.



CRAFTING ACTIONS

POTENT CARDS

The Root Families are paired into domains. If both halves of an Ingredient Card have a Root Family from the same domain, it is a Potent Card. Potent Cards are required for Crafting Materials and Removing Hoodoo Tricks.

Domain	Root	Icon
Humanity	Body	
	Pain	
Minerals	Metal	
	Powder	
Verdure	Flower	
	Leaf	
Elan Vital	Burning	
	Fragrant	

CRAFT MATERIALS

(Suitable for Intermediate play)

You can use Potent Ingredient cards to gain benefits and special Administration tokens.

To craft Materials, discard a Potent Ingredient card and an Oil, Powder, or Wax Administration card to gain 2 Material tokens and an optional effect. Materials are used to Remove Hoodoo Tricks, and can still be used as regular Administrations. They count as an Exact Match.

Administration	Material	Effect
Oil	Spell Oil	Free purge of Administration row.
Wax	Root Candle	Reshuffle both discard piles back into their decks.
Powder	Grave Dust	Free Purge of Ingredient row.





BOARD ACTIONS






LAY CONJURES






(Suitable for Intermediate play)






You can cast spells to boost your odds of success and gain extra rewards, but it won't cure patients by itself.






Every Patient Card has one of five coterie icons above its Rewards. To create a Conjure matching one of these icons, place an Administration card and an Ingredient card with the appropriate Root Family, as shown below and on your Role Board, into the Mojo Bag. When treating Patients that bear the matching icon, you gain a +1 bonus to the die roll, and if the attempt is successful, you gain the corresponding benefit.


 OR
  +
  = +1 Cure
 = +1 


 OR
  +
  = +1 Cure
 = +1 


 OR
  +
  = +1 Cure
 = +1 


 OR
  +
  = +1 Cure
 = +1 


 OR
  +
  = +1 Cure
 = +1 

You gain an additional +1 bonus to the die roll if the Ingredient Card used for the Conjure is Potent, or if you use a Material token instead of an Administration card. Bonuses are cumulative; a Conjure made from a Potent card and a Material token gives a total bonus of +3.

Whether the attempt succeeds or fails, the Conjure ends and is discarded after you have used it in an attempt to cure a patient, unless you Feed the Mojo Bag.



REMOVING A HOODOO TRICK

(Suitable for Advanced play)

Sometimes a Patient isn't suffering a malady caused by The Haze, but has had a hoodoo trick placed on them, which you can treat in a special way.

Whenever you take a new Patient into your Waiting Room, roll the die. Instead of collecting the Requirements listed on the Patient card, you can treat a Patient that has a Trick token using a Yowa Cross.

To create a Yowa Cross, place a Potent Ingredient card and 2 different crafted Materials into the Mojo Bag. (This is a Board Action.) Attempting to cure a Patient with a Trick token using a Yowa Cross counts as an Exact Match and gives a +3 bonus to the curing roll. If the attempt is successful, you gain an additional 1 Clout, 1 Faith, and 1 Money as rewards.

The Yowa Cross is discarded after it has been used in an attempt to cure a patient, unless the attempt was unsuccessful and you Feed the Mojo Bag.

FEEDING THE MOJO BAG

The Mojo Bag can only hold one set of components (a Conjure or a Yowa Cross) at a time.

You must empty the Mojo Bag by discarding all cards and tokens inside it

- at the end of every Cycle,
- after using a Conjure in an attempt to cure a Patient,
- and after attempting to Remove a Hoodoo Trick.

However, you can avoid emptying the Mojo Bag by instead feeding it a Resource card, placing the card under the components in the bag. This sustains the effect and allows you to use it again in a future attempt.

You cannot feed the Mojo Bag after a Yowa Cross has been successfully used in an attempt to cure a patient; only if the attempt failed. You can feed it to keep a Conjure going regardless of the outcome.

DARK ACT-

HARVESTING THE DEAD

(Suitable for Intermediate play)

You can decompose a dead patient's body into ingredients.

Destroy a dead Patient Card in your Morgue or the Graveyard (flip it face-down). Draw Resource cards equal to 3 times the number of the Patient's Wave. (I.e., 3 cards for a Wave 1 patient, 6 cards for a Wave 2 patient, etc.) Add 1 Severity to each Patient Card in your Waiting Room and in the Community.

One night I dared steal a glance at the disturbed grave, and I doubt my own eyes and sanity to this day. – "Doc" Cheetum, T. (n.d.). New Orleans Bound (1st ed.). Brown Bottle Press.



Feed the Mojo Bag to keep your Conjure effects going.

They fed it, as one would a small being. It contained the Conjure, but necessitated frequent feeding for longevity. I decided this was one secret I didn't want to know.. – "Doc" Cheetum, T. (n.d.). New Orleans Bound (1st ed.). Brown Bottle Press.